

Zoning Board of Appeals

Public Hearing June 3, 2021

The Provincetown Zoning Board of Appeals will hold a virtual Public Hearing at 6:00 p.m. on Thursday, June 3, 2021, from the Judge Welsh Room at Town Hall, 260 Commercial Street, Provincetown, MA on the following case:

ZBA 21-21

Application by **Kenneth Hale** seeking a Special Permit pursuant to Article 3, Sections 3110, Change, Extensions or Alterations, and 3115, Demolition and Reconstruction, of the Zoning By-Laws to demolish and rebuild a structure going up and along pre-existing, non-conforming east side yard and north front yard setbacks on the property located at **3 Kendall Lane, UA1 (Residential 3 Zone)**.

ZBA 21-22

Application by **William N. Rogers, II**, on behalf of **Christine Bernadis**, seeking a Special Permit pursuant to Article 2, Section 2640, Building Scale, of the Zoning By-Laws to construct a 54' by 19' structure on a timber pile foundation on the property located at **24 Commodore Avenue (Residential 1 Zone)**.

You may view the applications and plans at <https://provincetownma.viewpointcloud.com/> and using the 'Search' window to look up the property.

The virtual public hearing will allow you to voice your concerns on the proposed project. Written comments may be submitted to the Zoning Board of Appeals by email to: tsoule@provincetown-ma.gov at least 24 hours before the meeting. **Any comments received after that will become part of the public record but not be considered by the ZBA prior to or at the hearing.**

The meeting will be by remote participation only. The public can view the live broadcast of the meeting on PTV GOV Channel 18 or online at <http://www.provincetowntv.org/watch.html>, and the meeting agenda, which will be posted on the Town website at least 48 hours before the time of the meeting, will include instructions on participating via telephone conference call.

Jeremy Callahan, Chair

Posted by the Assistant Town Clerk: www.provincetown-ma.gov, 05/11/2021, 11:15 am AR

The Banner: May 20 and 27, 2021
